CLAIMS

We Claim:

1. A method of processing a packet in a wireless network, comprising:

wirelessly receiving a data packet having data therein; and

associating the data with a software application.

2. The method of Claim 1 wherein the software application executes on a wireless server.

3. The method of Claim 1 wherein the software application executes in the background.

4. The method of Claim 1 further comprising using the data to update the software application.

5. The method of Claim 1 further comprising converting the data packet into a data stream.

6. The method of Claim 1 wherein the data is a command that causes the program to perform a predetermined operation.

7. The method of Claim 1 wherein receiving is accomplished by a transmitter.

8. The method of Claim 1 further comprising the compressing of the data packet.

9. The method of Claim 1 further comprising generating a video stream indicative of a visual display, the visual display associated with the software application.

10. The method of Claim 9 further comprising compressing the video stream.

11. The method of Claim 9 further comprising organizing the video stream into at least one video packet.

12. The method of Claim 9 further comprising transferring the video packet from a wireless server to a wireless transmitter.

13. The method of Claim 10 further comprising transmitting the video packet.

14. The method of Claim 10 wherein transmitting transmits the video packet

via a wireless protocol.

15. The method of Claim 14 wherein the wireless protocol is a Bluetooth protocol.

16. The method of Claim 14 wherein the wireless protocol is the IEEE 802.11 protocol.

17. The method of Claim 14 wherein the wireless protocol is a Home RF protocol.

18. The method of Claim 10 wherein transmitting is accomplished via a plurality of wireless protocols.

19. The method of Claim 2 wherein the wireless server is simultaneously executing multiple instances of the software application.

20. The method of Claim 1 further comprising transmitting an audio stream associated with the application.

21. The method of Claim 1 further comprising converting an audio stream into

at least one audio packet.

22. The method of Claim 20 further comprising transmitting the audio packet.

23. A method of processing information in a wireless network, comprising:

receiving a user input at a wireless client;

converting information indicative of the user input into data transferable as at least one data packet; and

transmitting the data packet via a wireless protocol.

24. The method of Claim 1 further comprising the act of compressing the data packet.

25. The method of Claim 1 further comprising the act of routing the data packet from the wireless client to a wireless server.

26. The method of Claim 24 further comprising the act of receiving the data packet at the wireless server.

27. The method of Claim 25 further comprising the act of extracting information from the data packet.

28. The method of Claim 26 further comprising verifying that a user is an authorized user.

29. The method of Claim 27 further comprising updating the wireless server to provide access from the wireless client to the wireless server.

30. The method of Claim 22 further comprising displaying a registration page.

31. A method of updating a wireless client display, comprising:

receiving a video packet via a wireless protocol; and

changing at least one pixel for implementing a display information received in the video packet.

32. The method of Claim 30 further comprising sending a video packet via wireless protocol.

33. A method of processing a packet in a wireless network, comprising:

wirelessly receiving a data packet having data therein; and

associating the data with a software application

34. A method of using a computer system to process information in a wireless network, comprising:

receiving a user input at a wireless client;

converting information indicative of the user input into data transferable as at least one data packet; and

transmitting the data packet via a wireless protocol.

35. A method of using a computer system to update a wireless client display, comprising:

receiving a video packet via a wireless protocol; and

changing at least one pixel for implementing a display information received in the video packet.

36. A computer system in a wireless network, the computer system for processing a packet in a wireless network, the computer system comprising:

wirelessly receiving a data packet having data therein; and

associating the data with a software application.

37. A computer-readable medium whose contents cause the processing of a packet in a wireless network by:

wirelessly receiving a data packet having data therein; and

associating the data with a software application.

38. A computer-readable medium whose contents cause the processing of information in a wireless network by:

receiving a user input at a wireless client;

converting information indicative of the user input into data transferable as at least one data packet; and

transmitting the data packet via a wireless protocol.

39. A computer-readable medium whose contents cause, in a wireless network, the dynamic updating of a wireless client display by:

receiving a video packet via a wireless protocol; and

changing at least one pixel for implementing a display information received in the video packet.

40. In a wireless network, a computer-readable medium whose contents transforms a computer system into a packet processing system, comprising:

a wireless packet receiving subsystem; and

a data association subsystem.

41. A computer-readable medium whose contents transforms a computer system into an information processing system, comprising:

a receive user input subsystem;

a convert information subsystem; and

a transmit data packet subsystem.

42. A computer-readable data signal embodied on a transmission medium, comprising:

a first code segment enabling the wireless receiving of a data packet having data therein; and

a second code segment enabling the association of the data with a software application.

43. A computer memory containing a data structure for processing a packet in a wireless network, the memory comprising:

data that wirelessly receives a data packet having data therein; and

data that associates the data with a software application.